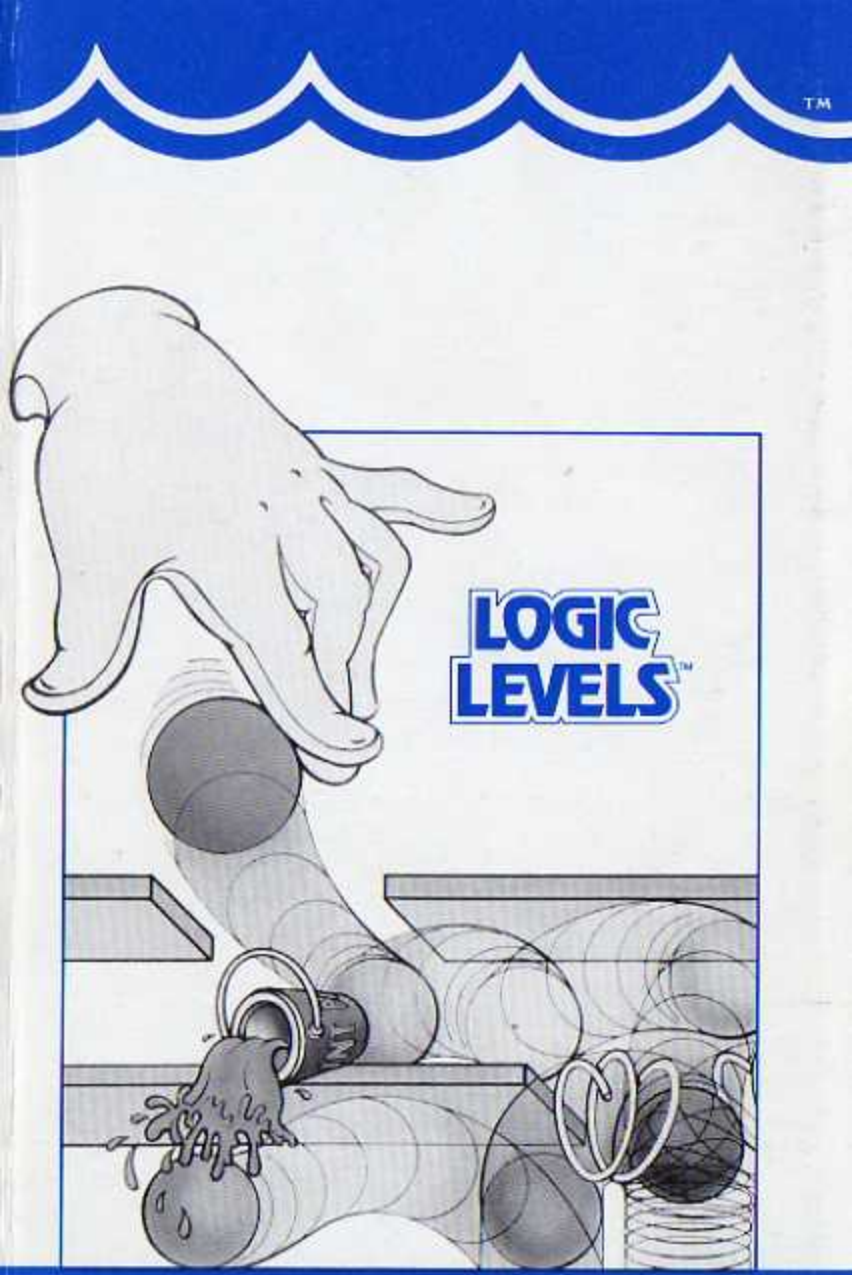


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## PARENTS

LOGIC LEVELS provides players with the opportunity to exercise logic and planning skills in exciting and challenging ways. These skills are essential in understanding how one action causes something else to happen and learning how to use these relationships in reaching a planned outcome.

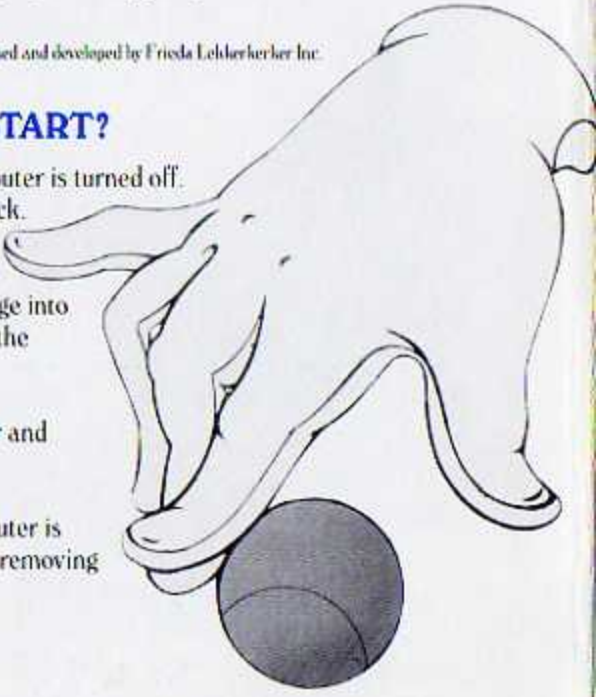
In LOGIC LEVELS, players learn to position "tools" throughout the building to create a path that directs a rolling ball past numerous prizes. But only careful and creative planning will get you to the highest score.

FISHER-PRICE™ Learning Software is designed to make it easy for children to learn through creative play, needing little more than imagination and a joystick. These brief instructions for playing will help you get off to a quick start.

LOGIC LEVELS was designed and developed by Frieda Lelderherher Inc.

## HOW DO I START?

- Be sure the computer is turned off.
- Plug in the joystick. (Use Port 2 for Commodore 64)
- Insert the cartridge into the slot. Be sure the label faces you.
- Turn on the television or monitor and the computer.
- After playing, be sure the computer is turned off before removing the cartridge.



## HOW DO I WIN?

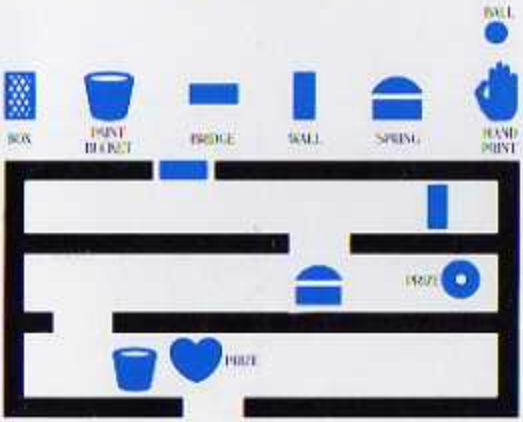
Try to get the ball through the maze before the energy supply runs out. Score as many points as you can by directing the ball past all the prizes. If the ball is painted the same color as the prize it passes, LOGIC LEVELS gives you double points. And you'll be rewarded more points for any energy that you didn't use up.

## WHAT DO I DO?

- Pick up a tool by using the joystick to guide the hand to the tool. Press the joystick button.*
- Place a tool by moving the hand to the place where you want the tool. Press the joystick button.*

Tool Key

| | |
|---|---|
| Bridge | Place in holes in the floor |
| Wall | Place along the floor where there are no holes |
| Spring | Place along the floor where are are no holes |
| Paint Can | Place on the floor where the ball will pass through it and change color |

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## FISHER-PRICE LEARNING SOFTWARE WARRANTY POLICY

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If it should prove defective after the first 30 days, mail it to FISHER-PRICE Learning Software at this address:

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Customer Service
P.O. Box 1327
Cambridge, Massachusetts 02238
(617) 494-1222

Logic Levels™
Proof-of-Purchase

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Place Purchased _____ Age of User _____

Computer Model Used _____ Date of Computer Purchase _____

Name _____

Address _____

City _____ State _____ Zip Code _____

What member of the family bought this product? _____

How did you hear about FISHER-PRICE Learning Software?

☐ Friend ☐ Inside other Fisher-Price products ☐ Saw it in store ☐ Advertising (magazine)

☐ Other _____

Do you own any other FISHER-PRICE Learning Software Programs? _____

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Fisher-Price
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- Start the ball rolling by placing the hand on top of the hand print in the upper right corner and press the joystick button.*
- Open or close a bridge by moving the joystick left or right.
- Raise or lower a wall by moving the joystick up or down.
- Spring the ball up to the next floor by pressing the joystick button* when the ball rolls on top of the spring.

## HINTS

1. Use only as many tools as you need. Leftover tools can be saved for the next round.
2. If you pick up a tool you don't want, take it over to the box in the upper left corner and press the joystick button.*
3. You can spring the ball up through a floor and make a new hole.
4. If you place the springs carefully, you can create a "relay." Bounce the ball up one floor and then up another.
5. You are rewarded with more energy when you use a spring.
6. Place a paint can in front of a prize of the same color and win double points by having the ball turn the same color before it passes the prize.

*(Press any button for Coleco)

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